Subject: Trying to find all the scripts usefull for MP...
Posted by Anonymous on Sun, 12 Jan 2003 02:23:00 GMT
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These are a few Scripts i have seen:DAK_Vehicle_Regen_DAK ;This Script is used by the Mammoth Tank to regenerateM05_Ressitance_Poke_Conversation ;converstaions enabledM07_SAM_Site_Logic ;The Turret act like a base defense, but only attack AirUnitsM10_Stationary ;The Unit doesn't leave the place where it was spawnedPDS_Test_Harvester ;Allows you to have an Harvester without an Weponsfactory Parameter1=TiberiumID = ID of TiberiumfieldParameter2=DriveToID = ID of Wegpfades (to Tiberiumfield)Parameter3=EntranceID = ID of BuildingcontrollerParameter4=DockID = ID of BuildingcontrollerRMV_Camara_Behavior ;Creation of ceilinggunsParameter1=Angle - Angel

1Parameter4=Delay - Must be 0.0 M03_Base_Patrol ;The unit patrol along the WaypathParameter1=WaypathID (not the waypoint number)RMV_Home_Point ;How the bot is allowed to leave his spawn positon